

**Amendments To The Claims**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Original) A method for computer network access comprising the steps of:  
communicating user information to a first server from a client;  
storing user information on the first server;  
creating a unique identification for the user;  
storing the unique identification on the first server;  
communicating the unique identification to the client and other servers;  
storing the unique identification on the client and other servers; and  
matching the unique identification stored on the client to that stored either on the first or other servers when the user correspondingly communicates with either the first or other servers.
2. (Original) The method of claim 1 wherein the other servers correspond to particular services available to the user and wherein the user is not allowed access to the services if the matching step is unsuccessful.
3. (Original) The method of claim 1 wherein the communicating user information step comprises employing common gateway interface standard.
4. (Original) The method of claim 1 wherein the communicating user information step comprises employing JAVA servlet technology.
5. (Original) The method of claim 1 wherein the communicating user information step comprises employing Berkeley System Distribution socket interface.
6. (Original) The method of claim 1 wherein the communicating the unique identification step comprises employing common gateway interface standard.

7. (Original) The method of claim 1 wherein the communicating the unique identification step comprises employing JAVA servlet technology.
8. (Original) The method of claim 1 wherein the communicating the unique identification step comprises employing Berkeley System Distribution socket interface.
9. (Original) A digital computer system programmed to perform the following steps:
  - communicating user information to a first server from a client;
  - storing user information on the first server;
  - creating a unique identification for the user;
  - storing the unique identification on the first server; communicating the unique identification to the client and other servers;
  - storing the unique identification on the client and other servers; and
  - matching the unique identification stored on the client to that stored either on the first or other servers when the user correspondingly communicates with either the first or other servers wherein the other servers correspond to particular services available to the user and wherein the user is not allowed access to the services if the matching step is unsuccessful.
10. (Original) A computer-readable medium storing a computer program implementing a method comprising the steps of:
  - communicating user information to a first server from a client;
  - storing user information on the first server; creating a unique identification for the user;
  - storing the unique identification on the first server;
  - communicating the unique identification to the client and other servers;
  - storing the unique identification on the client and other servers; and
  - matching the unique identification stored on the client to that stored either on the first or other servers when the user correspondingly communicates with either the first or other servers wherein the other servers correspond to particular services available to the user and wherein the

user is not allowed access to the services if the matching step is unsuccessful.

11. (Original) A computer network system comprising:

a server computer running a server software application operable for creating a unique identification for a user, storing the unique identification on the server computer, communicating the unique identification to a client and authenticating the user via the unique identification when the user communicates with the server computer; and

a client computer running a client software application, said client computer operably connected to the server computer over a network and wherein the client software application is operable for communicating user information to the server application software from the client computer, storing user information on the client computer, and performing the user authentication with the server application.

12. (Original) The computer network system of claim 11 further comprising: at least one additional server software application running on the server computer operable for providing information services to a user and is operable for receiving the unique user identification from the server computer and authenticating the user via the unique identification when the user communicates with the additional server software application.

13. (Original) The computer network system of claim 11 further comprising:

at least one additional server computer running an additional server software application, said additional server computer operably connected to the server computer and client computer over a network and operable for providing information services to a user, receiving the unique user identification from the server computer and authenticating the user via the unique identification when the user communicates with the additional server software application.

14. (New) The method of claim 1 wherein the step of creating a unique identification for the user includes generating a random number.

15. (New) The method of claim 1 wherein in the step of communicating the unique identification to the client and other servers the unique identification is not embedded in a cookie.
16. (New) The method of claim 1 wherein in the step of communicating the unique identification to the client and other servers the unique identification is not embedded in a cookie.
17. (New) The method of claim 1 wherein the step of communicating user information to a first server from a client the user information includes a name, address and phone number.
18. (New) The computer network system of claim 11 wherein the client software application does not store cookies.
19. (New) The computer network of claim 13 wherein the at least one additional server computer running is operably connected to the server computer through a business network link.
20. (New) The computer network of claim 19 further comprising a firewall between the one server computer and the client computer.